

**Amendments to the Specification:**

Please add the following paragraph after the first full paragraph on page 2 of the specification:

--FIG. 6 illustrates operations that may be performed according to one embodiment of the invention.--

Please add the following paragraph after the first full paragraph on page 16 of the specification:

--Figure 6 illustrates operations that may be performed by executing the MOVDDUP, MOVSHDUP, or MOVSNDUP instructions, according to one embodiment.--

Please replace the second full paragraph on page 16 of the specification with the following amended paragraph:

--The MOVDDUP instruction is move one double-floating point and duplicate SSE2 instruction that loads/moves 64-bits (bits[63-0] if the source is a register). Execution of the MOVDDUP instruction returns the same 64-bits in both the lower and upper halves of the same result register, that is, duplicating the 64-bits from the source. Thus, if the source 601 has entries 1/0 the destination 615 will have entries 1/0/1/0.

The MOVEDDUP instruction has the following format:

MOVEDDUP destination, source

where the source operand is a memory location 54 or a second extended multimedia (XMM) register 84 and the destination operand is a first extended multimedia (XMM) register 84. The source contains a double-floating point data type.--

Please replace the paragraph bridging pages 17 and 18 of the specification with the following amended paragraph:

--The MOVSHDUP instruction is a move packed single-floating point high and duplicate SSE2 instruction that loads/moves 128-bits and duplicates entries 1 and 3 in the resulting register. In the example of a 128-bit source register width, each entry is 32 bits. Specifically, with a source 601 being 3/2/1/0 entries (0 being the low single-precision entry and 3 being the high single-precision entry), a result register 605 after execution of the MOVSHDUP instruction will store entries 3 and 1 duplicated to provide entries 3/3/1/1. The MOVSHDUP has the following format:

MOVSHDUP destination, source

where the source operand represents a memory location 54 or a second extended multimedia (XMM) register 84 and the destination operand is a first extended multimedia (XMM) register 84. The source operand has a packed single-floating point data type.--

Please replace the second full paragraph on page 19 of the specification with the following amended paragraph:

--The MOVSLDUP instruction is a move packed single-floating point low and duplicate SSE2 instruction that loads/moves 128-bits and duplicates entries 0 and 2. Specifically, with a source 601 being 3/2/1/0 (0 being the lower single-precision entry), a result register 610 will store entries 2/2/0/0. The MOVSLDUP instruction has the following format:

MOVSLDUP destination, source

where the source operand is a memory location 54 or a second extended multimedia (XMM) register 84 and the destination operand is a first extended multimedia (XMM) register 84. The source operand contains a packed single-floating point data type.--